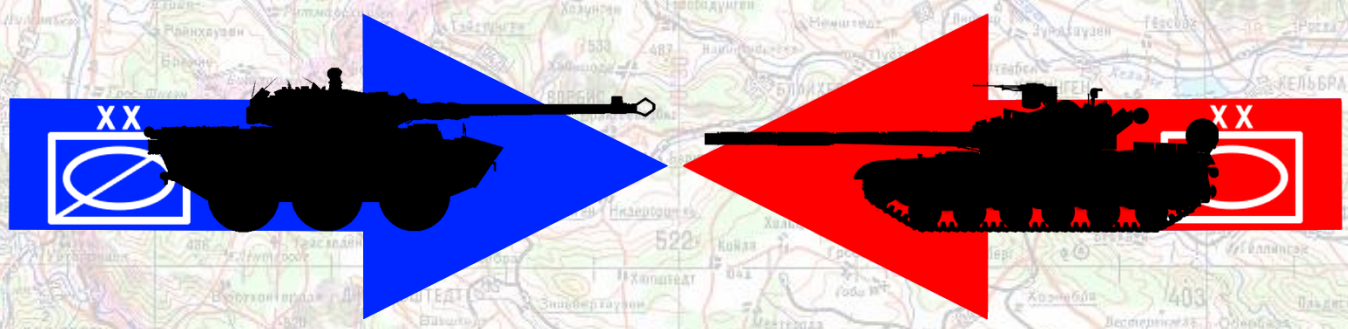
FAR 85

Advanced Game







INTRODUCTION

At the end of May 1985, Mikhail Gorbachev had been Secretary General of the Communist Party for a few weeks. Aware of the need for change in the USSR when the KGB had established that the country was in full economic decline and that the latent confrontation with the West was no longer tenable, he sought to develop diplomatic channels, in particular with Washington, despite the moral disapproval of Andrei Gromyko, previously Soviet Foreign Minister (since 1957 !) now head of the Praesidium of the Supreme Soviet.

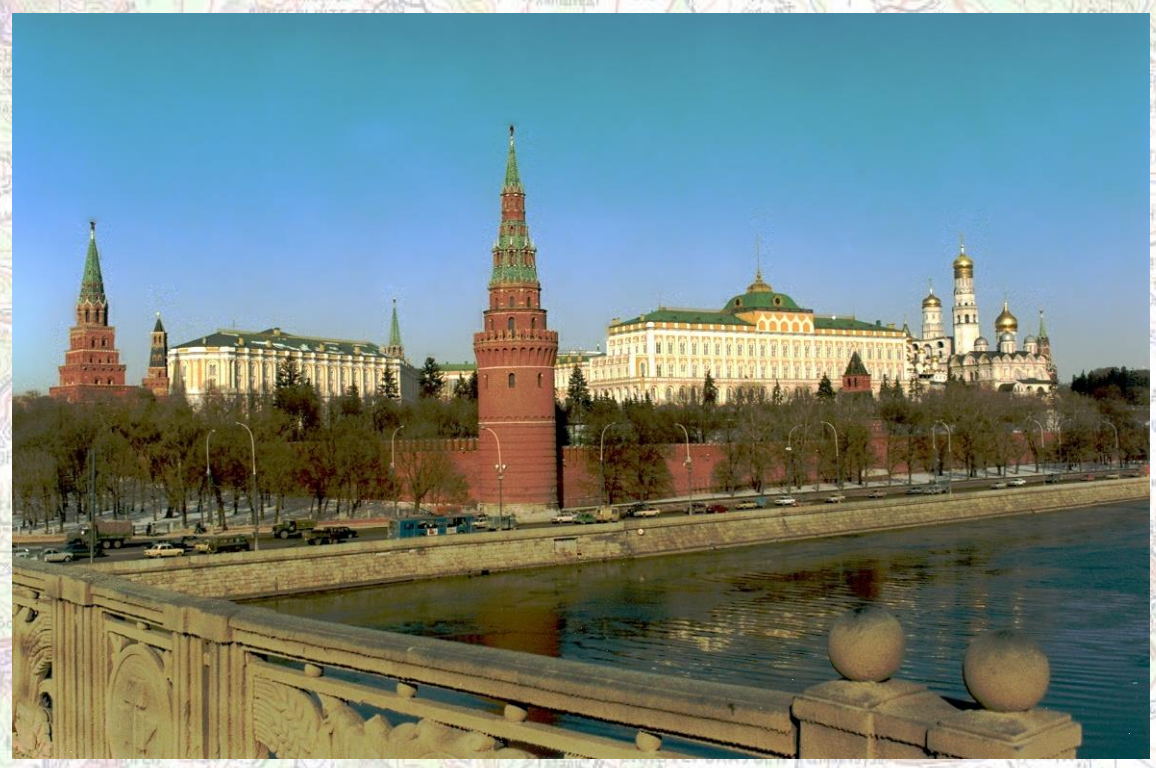
However, Gorbachev's initiatives are viewed with caution. Indeed, they arouse a mistrust which leads to military preparations, with in particular a reinforcement of the American air means presented as planned for a long time for exercises. In addition, the countries involved in the defense of the NORTHAG zone are expanding their forces, starting with Great Britain, which is bringing the armored divisions of the BAOR to full strength while taking the appropriate measures to prepare for the full deployment of the 2nd Infantry. Division. In Moscow, these actions lead Gorbachev to validate a gigantic “warning” exercise desired by political cadres of the party, as well as by military officials.

The large-scale exercise in question is called “Peace Shield”. It is triggered after little more than a month of reinforcement of the first echelon divisions of the entire Warsaw Pact and open partial mobilization (not concealed) of the second echelon divisions. It consists of a deployment of the Pact along the border with West Germany, notably of two Polish armies which traveled through East Germany as a strong signal of the commitment of the Warsaw Pact. All within the framework of the MC 85 Plan validated by the Defense Council (under the authority of Gorbachev) and the mobilization decree signed without



hesitation by Andreï Gromyko for the USSR, and within the framework of the *Monument Alert* for the Warsaw pact.

However, Gorbachev realizes that this decision is meaningful, disproportionate, and could be interpreted dangerously even as he seeks to assert his good faith in the West. The facts confirm this fear. Ronald Reagan orders the mobilization of 200,000 reservists for a period of 90 days, as at one of the worst moments of the Cold War, in 1961. The United States also initiates the Rapid Reinforcement Plan (RRP) by which they begin the sending forces to Europe.



In Moscow, Gorbachev and some of the leaders in favor of openness and de-escalation are increasing diplomatic initiatives with the European capitals of NATO and with Washington. On June 29, for more than an hour, a telephone exchange took place with Ronald Reagan. At the end, the American President declares in a press conference. "There may be a change coming from Moscow. We are discussing with the Secretary General and I have the assurance of the end of the Soviet manoeuvres. Within a week, our air forces, also maneuvering in Europe, will be back". A few hours later, air units of the Warsaw Pact returned to their usual bases while the second-echelon units slowly began their departure for their respective military districts before demobilization. The return of the Poles was to follow.

On the evening of July 3, Mikhail Gorbachev suddenly fell ill, the victim of a strange illness. During the night, he sinks into an irreversible coma. Soviet television announces that the power has proof that the general secretary has been poisoned by destabilizing Western agents. Andrei Gromyko, ousted by Gorbachev, returns to the front of the stage in the most total vagueness as to his function and his attributions, with the approval of some of the Soviet caciques. As head of the Presidium of the Supreme Soviet, he assumes the powers of the late Gorbachev.





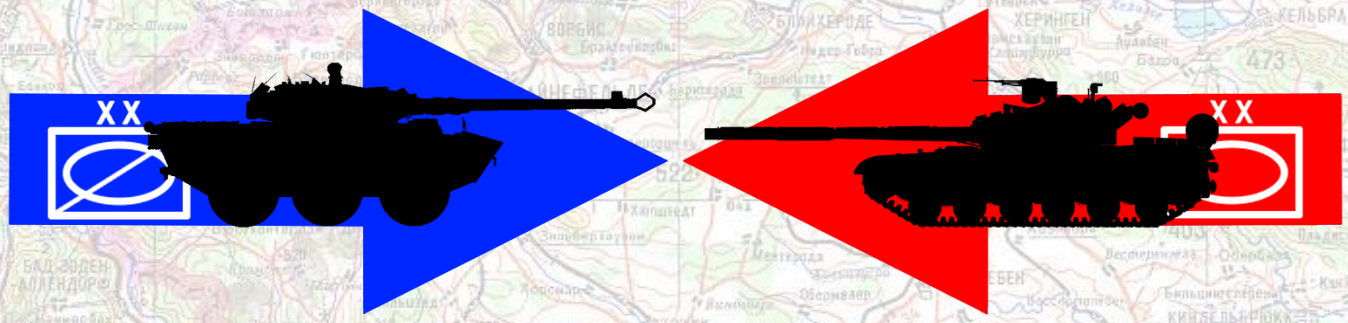
Pact planes cross the border and attack, without declaring war, on the pretext that the West does not want peace and is preparing to attack the Pact forces in East Germany when those these will begin their withdrawal. The offensive is therefore presented, in Moscow, as a defensive action. In the Baltic, invasion of Denmark was repulsed. In West Germany, initial shock was severe for NATO, which suffered very heavy losses. However, the NATO air force managed to restore balance and advance of the Warsaw Pact now stagnated dangerously while unrest broke out in Poland, Czechoslovakia and Hungary. Anxious not to extend the war to the south, Moscow nevertheless decided to override Austrian neutrality. Vienna rejects Moscow's twelve-hour ultimatum to use Austrian soil to launch an offensive against southern Germany. Austrian neutrality was immediately violated, with a national army collapsing despite pockets of resistance. WARPAC can then bypass NATO frontline held only by a few German elements at the southern end of the Allied system. They are supported by some American air units and especially by the emergency dispatch of the French Rapid Action Force (FAR). Just created, deployed to expand the defense and allow the counter-attack...



NOTES : **This scenario is the smallest in the game but allows you to quickly discover mechanics and concepts developed especially for NATO's Nightmare. It is rather balanced even if the advantage oscillates from one turn to another in favor of NATO then of the Warsaw Pact.**

Replayability is guaranteed with many option cards during turn 0, which corresponds to the hours preceding the battle.





DURATION

Actual playing time: about one hour

Favored side: Warsaw Pact at the start of the game

Most difficult side to play: depending on the moment of the game

The scenario lasts 5 turns (+ 1 short pre-game turn 0), each turn represents two days of real time.

The Warsaw Pact goes first.

Theater of operations

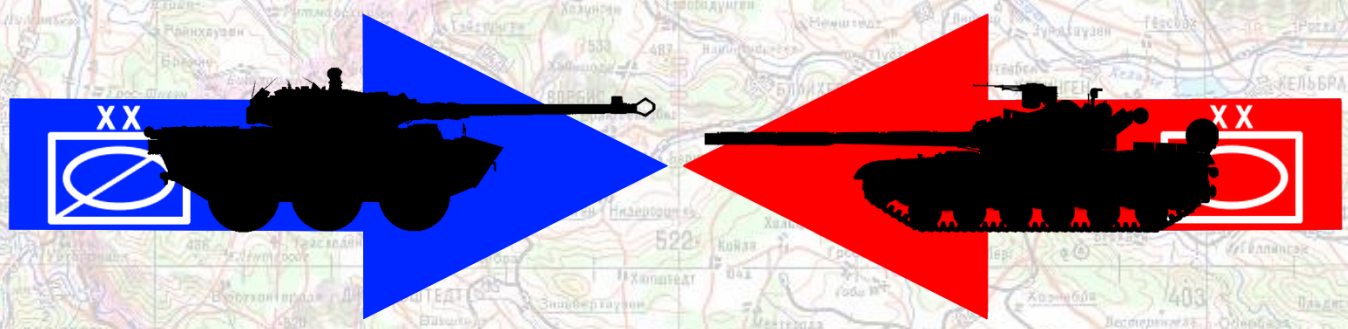
It covers It covers the area of Munich and its surroundings..



NUCLEAR TENSION INDEX

Nuclear tension index isn't used in this scenario.





VICTORY CONDITIONS ★★★★★

Victory points are used both to determine who wins the game and as “strategic currency”.

The NATO player wins by reaching 50 victory points on the first and before the 4th turn. He gets these victory points by :

- **Destroying enemy headquarters**
- **Destroying enemy divisions (especially armored divisions)**
- **Destroying enemy air units**
- **Controlling regions on the map identified by a star**

The Warsaw Pact player wins by reaching 120 victory points first and before the 4th turn. He gets these victory points by :

- **Destroying enemy headquarters**
- **Destroying enemy divisions (especially armored divisions)**
- **Destroying enemy air units**
- **Controlling regions on the map identified by a star**

If neither player achieves the required total before the end of the game, the victory points possessed will still be used to determine who wins the game in question. In both cases (whether or not reaching the required level), the difference between the victory points of one and the other player will determine the level of victory (or defeat).

Many regions and structures provide victory points when captured, or cause loss if lost.

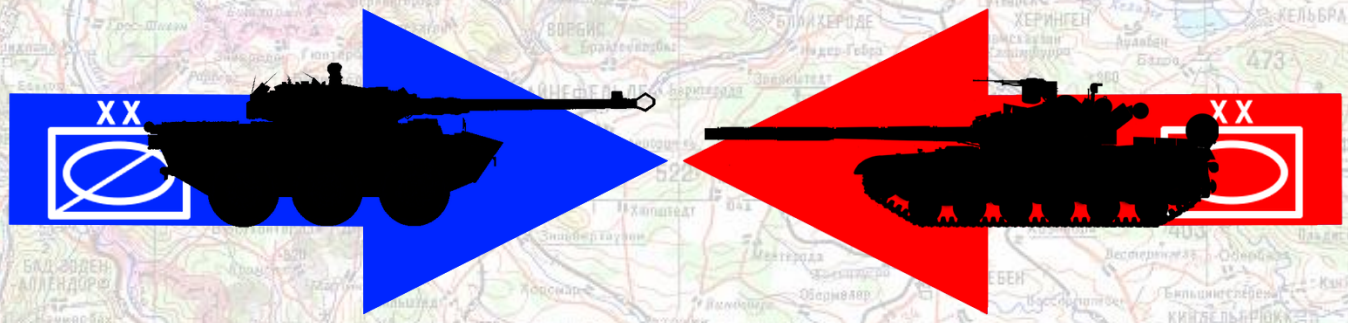
Victory points earned on conquest (when the region is taken) are relatively rare and of limited value. On the other hand, the victory point value of a region is systematically greater at the end of the game, the player who controls a region receiving victory points for the region in question.



This introduces a considerable element of uncertainty : a player who has won a marginal victory could end up only obtaining a draw or even be ultimately defeated, his opponent not having ultimately lost enough ground to be forced into unfavorable political negotiations.

In game, all these victory points are indicated by stars visible in the map inspection tool and the information windows of regions and structures. Right-clicking on a friendly region allows you to observe the "Regions" panel and the "Structures" panel to easily see the places that bring in VPs.





FORCES

The advanced game is operational scale with basic counters representing divisions and brigades for ground units, squadrons or regiments for air units.

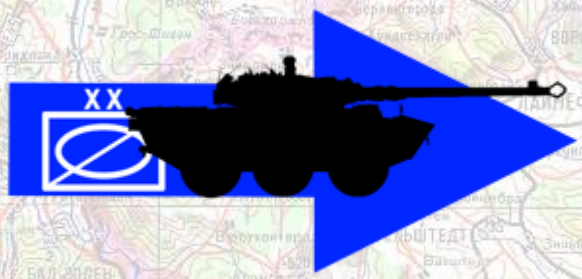












NATO forces include West Germans, Canadians as well as French and some American air units.











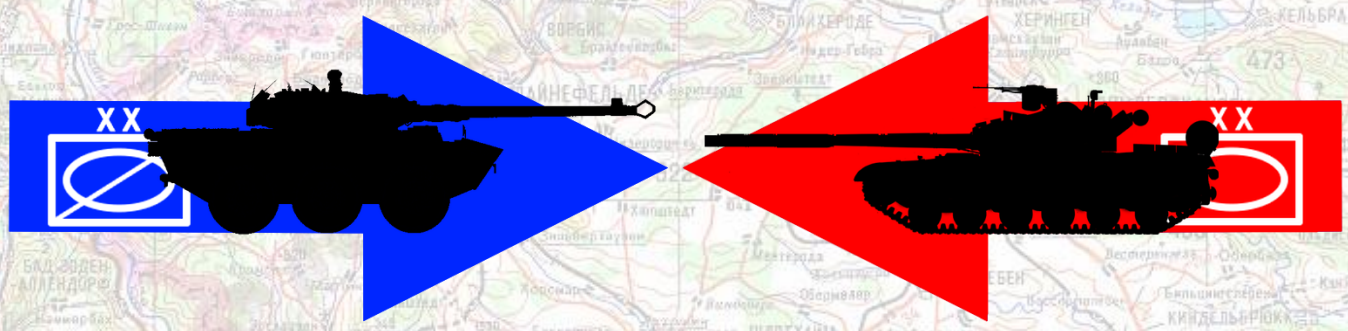
Warsaw Pact forces include Hungarians and Soviets.











CHEMICAL AND TACTICAL NUCLEAR WEAPONS

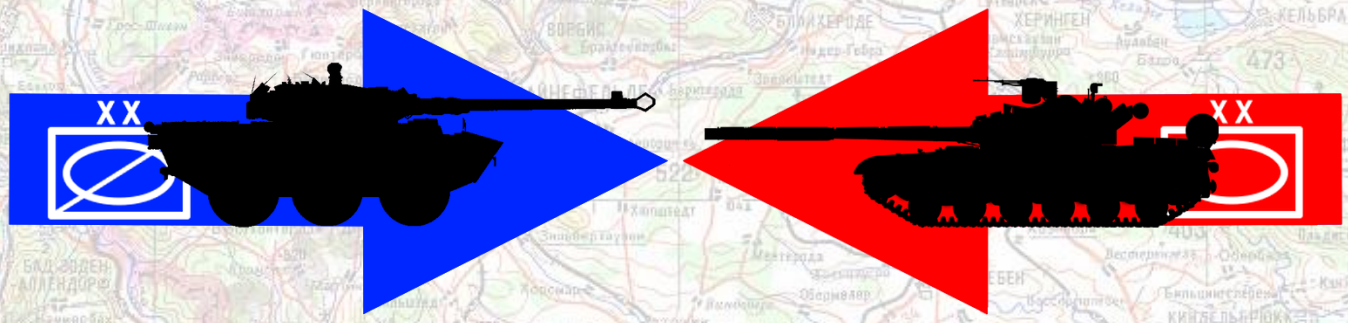


Chemical weapons work a bit like asset counters (being also present in the base game) or like the equivalent of "markers" in paper wargames.

Their effectiveness is important, but against well-trained, well-equipped units, they will not always make the difference.

No tactical nuclear weapons are used in this scenario.





REPLACEMENTS

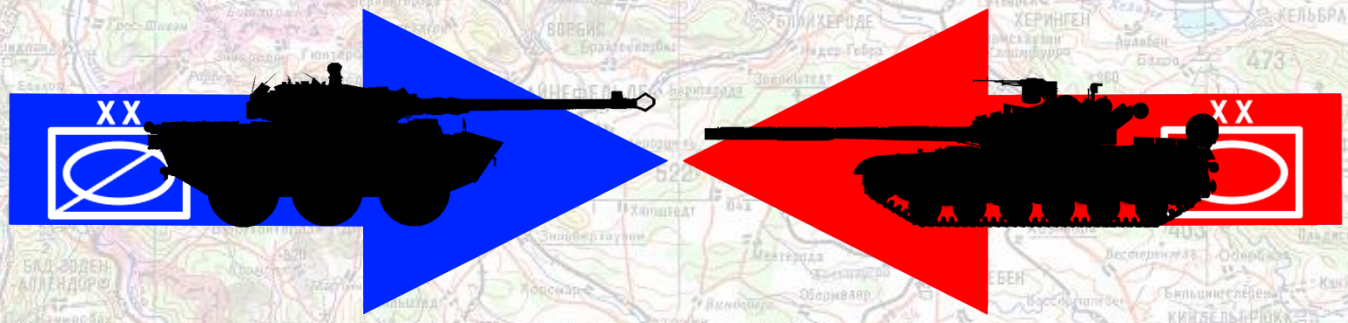
During the game, both sides can replenish their units depleted by combat by receiving a limited number of replacement points each turn.

REINFORCEMENTS

Reinforcements do not always arrive on the same turn : for many of them, their arrival is rather random and there is more or less chance of seeing them deploy quickly, but no real certainty as to the precise turn.

No list of reinforcements is therefore given. It is also intentional in order to keep the player in uncertainty and not let him completely control said reinforcements. He will have to adapt and deal with what he receives. Of course, from one game to another, he will always manage to have a certain overview of what he will have, but always, there again, with a part of the unknown that he will have to manage in play.





SPECIAL RULES

The scenario is played with the advanced rules. It is, however, noticeably easier than the campaign or two intermediate scenarios in that it only involves a limited number of counters, in a reduced geographical space.

The option turn (turn 0) that exists in the campaign and in intermediate scenarios (both for the advanced game and for the basic game) is also present in NATO, but again it is easy to manage with only one option card on the NATO side (choice of replacements for some units) and one on the Warsaw Pact side (use of chemical weapons).

In doing so, FAR 85 makes it possible to discover rules of the advanced game without being drowned in a quantity of counters and information.

